

GAMERVERSE

MARVEL

#1

SPIDER-MAN

CITY AT WAR



PETER PARKER WAS BITTEN BY A RADIOACTIVE SPIDER AND GAINED THE PROPORTIONAL SPEED, STRENGTH, AND AGILITY OF AN ARACHNID, ADHESIVE FINGERTIPS AND TOES, AND THE UNIQUE PRECOGNITIVE AWARENESS OF DANGER CALLED "SPIDER-SENSE"! AFTER THE TRAGIC DEATH OF HIS UNCLE BEN, PETER UNDERSTOOD THAT WITH GREAT POWER THERE MUST ALSO COME GREAT RESPONSIBILITY, AND BECAME THE WALL-CRAWLING, WISECRACKING SUPER HERO CALLED...SPIDER-MAN!

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SPIDER-MAN

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Based on a story by Jon Paquette, Bryan Intihar, and the Insomniac Games Writing Team,
co-written by Christos Gage with additional story contributions by Dan Slott.

EIGHT YEARS HAVE PASSED SINCE PETER FIRST DONNED THE WEBS, AND WHILE HE HAS GROWN INTO HIS OWN AS A CRIMEFIGHTER, IT DOESN'T MEAN LIFE HAS GOTTEN ANY EASIER...

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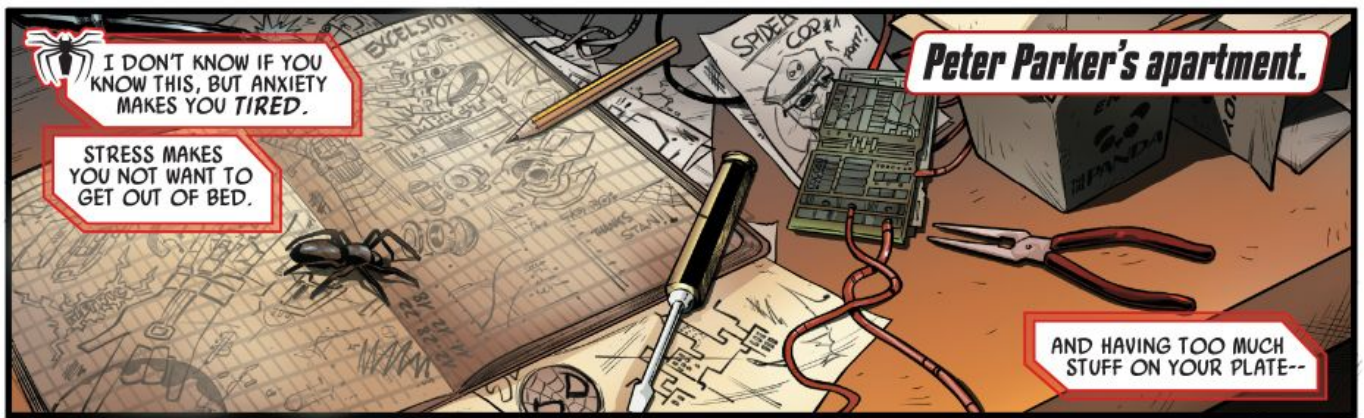
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CREATED BY
STAN LEE &
STEVE DITKO

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RESPONSIBILITY.

SWAT
IS 10-84 AT
FISK TOWER. ALL
UNITS STAND BY,
WARRANT IS EN
ROUTE.

CALL CAPTAIN
WATANABE.

RHINO'S
RAMPAGE
ROADBLOCK

VULTURE
HAWKS

SWIFF

WARNING
PAY YOUR BILLS, PETER

One missed call.
One Voicemail.
12 Text Messages.

URGENT
FINAL NOTICE

Peter Parker
410 Chelsea Street Apt. 4
New York, NY 10020

PAST DUE

CAPTAIN
WATANABE
SPEAKING.

HOW'S IT
GOING WITH
FISK? ARE YOU
IN YET?

NO, WE'RE
STILL WAITING ON
THE WARRANT.

YOU
KNOW HOW HIS
LAWYERS ARE.
THIS ONE HAS TO
GO BY THE BOOK.

'KAY,
GOOD.



I'M
ON MY
WAY.

THWIP

THWIP

SPIDER-
MAN...

I'VE BEEN
AFTER THE
KINGPIN FOR
YEARS. JUST
LIKE YOU.

WE BOTH
KNOW HE
WON'T COME
QUIETLY,
YURI.

LET ME
HELP.





A full-page comic book panel showing a chaotic scene inside a skyscraper with a shattered glass ceiling. Spider-Man is seen in three positions: falling through the ceiling, being thrown by the Kingpin, and being caught by the Kingpin's hand. The Kingpin, a large bald man in a black suit, is the central figure, looking down with a determined expression. The air is filled with floating shards of broken glass. In the top left corner, a small inset shows a wider view of the building's interior.

--TO
COME IN HERE
AND TRY TO
ARREST ME?!

ME
PERSONALLY?

NO...I'M
AN UNLICENSED
VIGILANTE.

YEAH, LIKE,
ZERO LEGAL
AUTHORITY
OVER HERE.

THAT'S
WHAT THE
COSTUME'S
ABOUT.

YOU DON'T
HAVE A CAGE
BIG ENOUGH
TO HOLD THE
KINGPIN!

I DON'T
HAVE ANY
CAGES AT
ALL.

I'M SO FAR
ABOVE YOUR
RIDICULOUS LAWS--
UNGH!

TWHAK

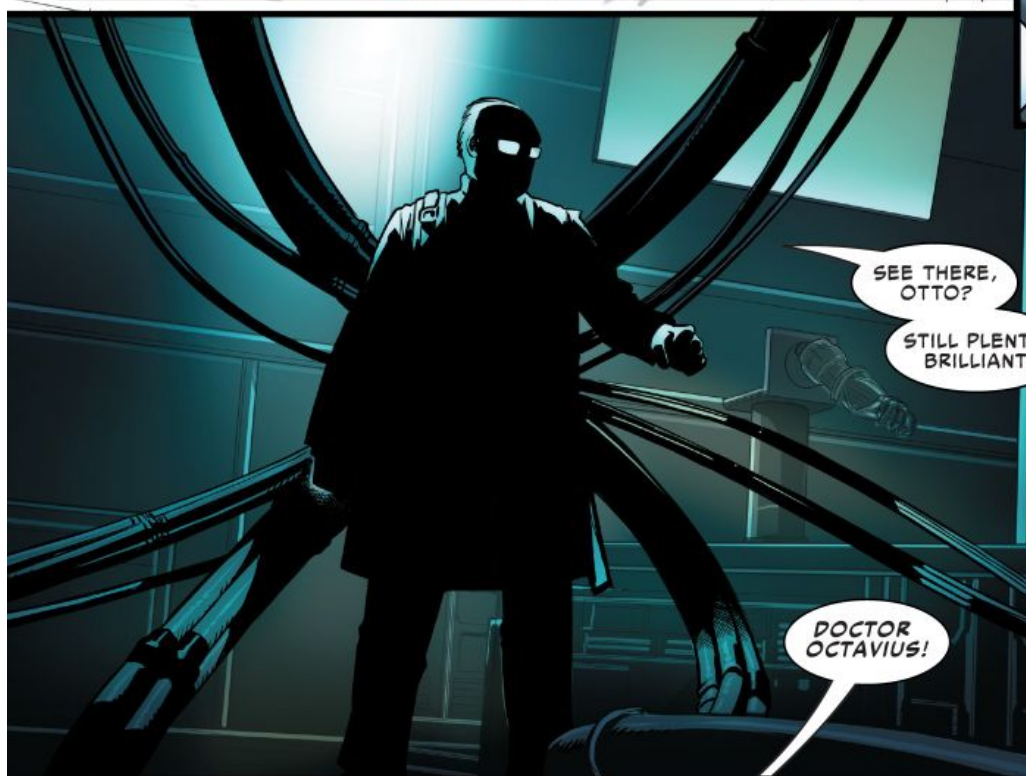
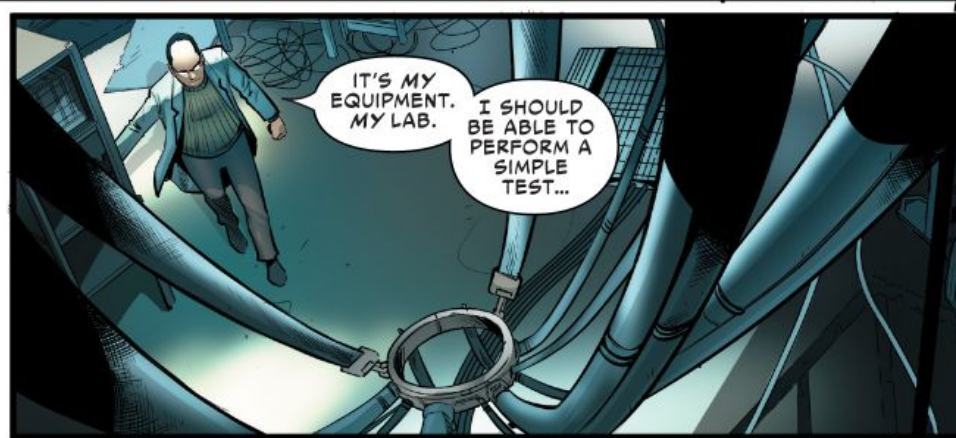


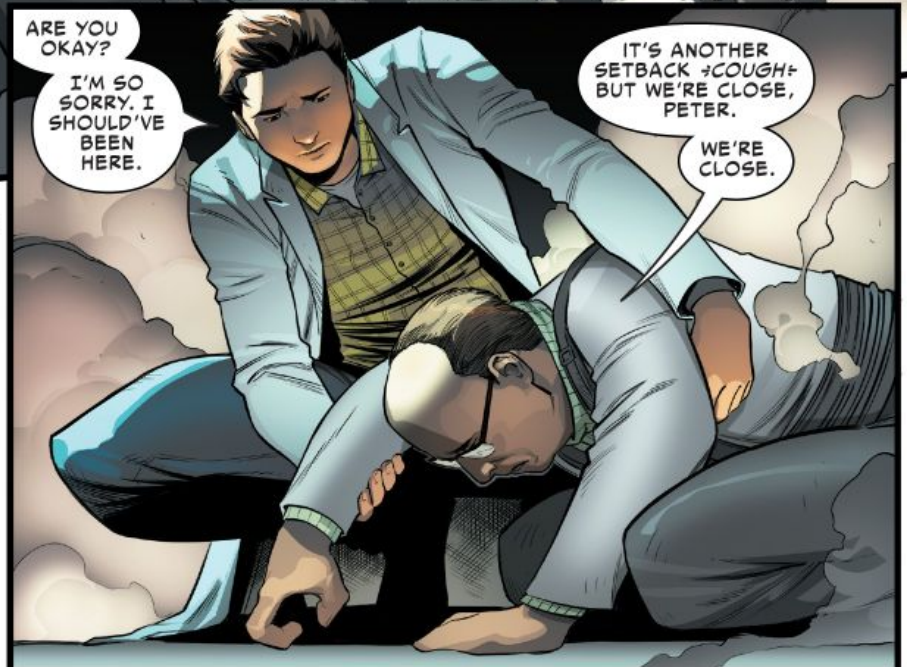
SO,
SHOULD
WE KISS
NOW?

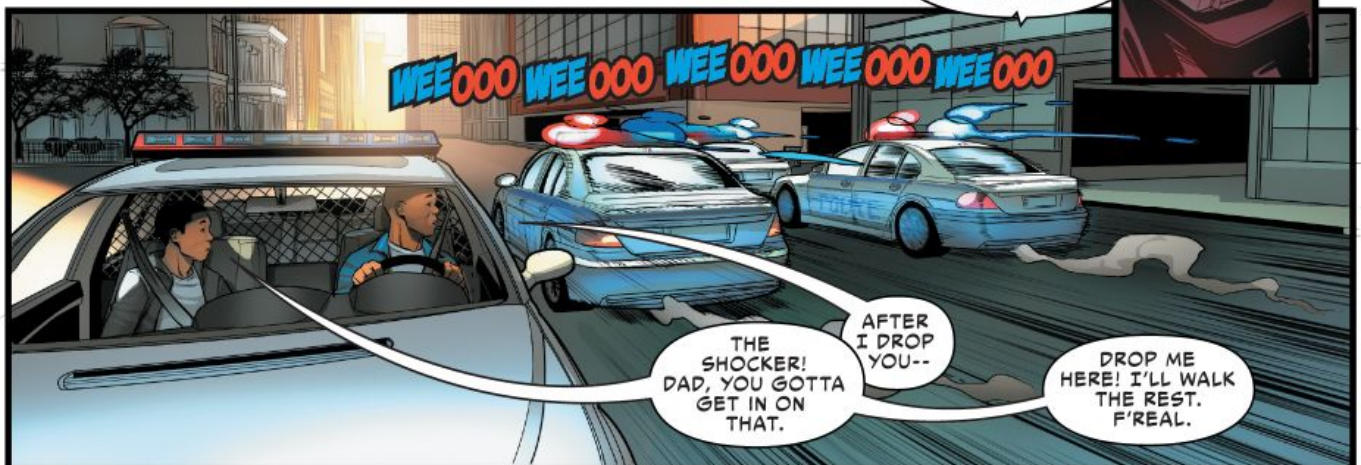
HRRRGH.

YEAH,
MAYBE
LATER.









WE'VE TALKED ABOUT THIS, HERMAN. YOU GOTTA QUIT ROBBING BANKS.

WHEN YOU ROB BANKS, I SHOW UP AND PUNCH YOU. THEN IT'S OFF TO JAIL.

I DON'T HAVE ANY CHOICE!

SURE YOU DO. LIFE IS NOTHING BUT CHOICES.

THEY'LL KILL ME!

THWIP THWIP THWIP



YOU DON'T MESS WITH THESE DEMONS!

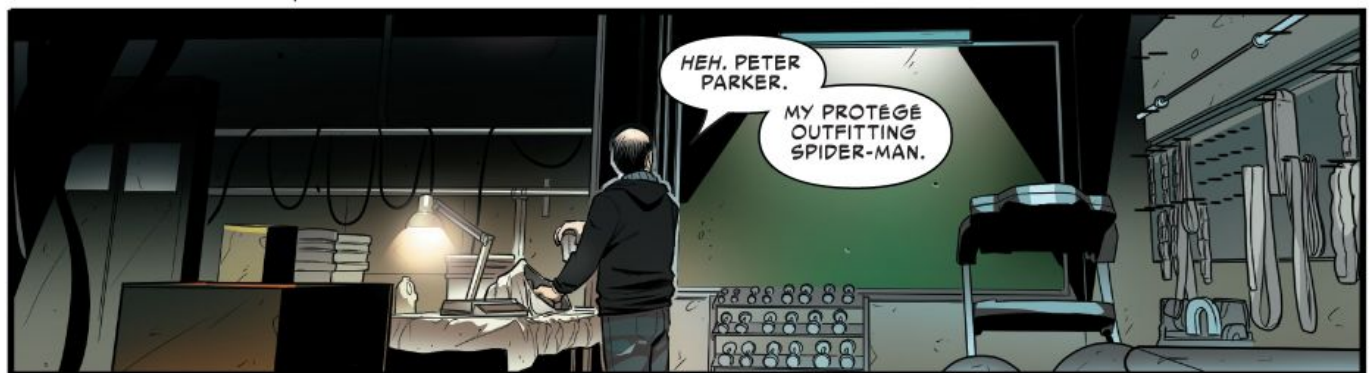
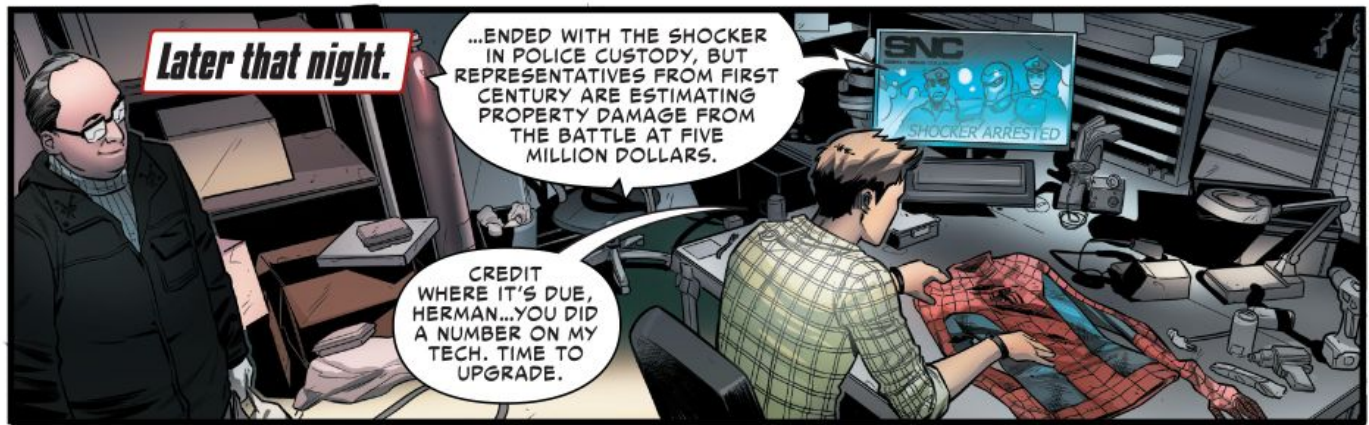
KESSESH

DEMONS?

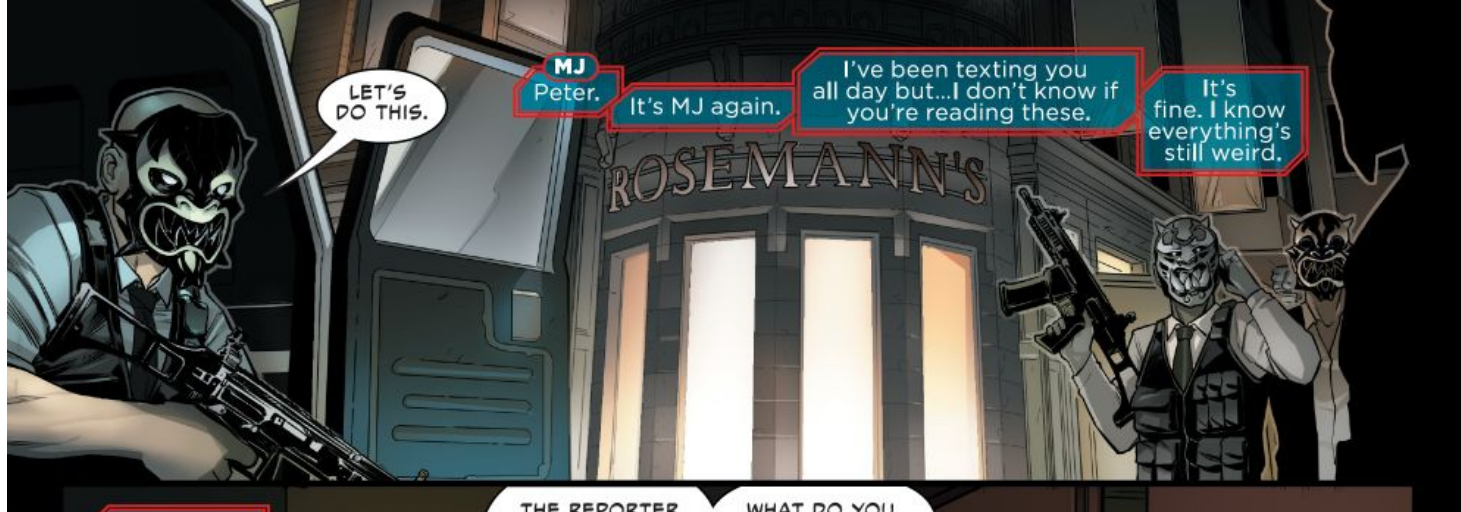
DEPENDS ON HOW YOU MEAN. ON THE ONE HAND, THE SHOCKER SHOULDN'T BE THIS HARD TO BEAT.

OUCH. YOU ALL RIGHT?

BUT ON THE OTHER, HIS NEW DIGITAL GAUNTLETS ARE SERIOUSLY NEXT LEVEL. FROM A PURELY TECH STANDPOINT, I'M GEEKING OUT A LITTLE.







LET'S DO THIS.

MJ
Peter.

It's MJ again.

I've been texting you all day but...I don't know if you're reading these.

It's fine. I know everything's still weird.



I'm just knee-deep in this Fisk story now. Lied my way into his private room at Rosemann's auction house.

THE REPORTER YOU SENT CLEARLY ISN'T WRITING THE PUFF PIECE WE DISCUSSED.

WHAT DO YOU MEAN HE HAD TO RESCHEDULE?

THEN WHO'S THE REDHEAD I'VE BEEN TALKING TO?

YES, SHE'S HERE NOW! SNOOPING AROUND MY AUCTION HOUSE!

The manager is clearly onto me. On the off chance this gets ugly...

I obviously want YOU to know where to find me.



Okay...I found something.

A file folder hidden in one of Fisk's statues.

Something called *Devil's Breath*. Mayor Osborn's involved.

EXCUSE ME. CAN I HELP YOU?

YOU CAN'T JUST--



WE CAN AND WE WILL, LADY.

WHERE'S THE STATUE?!

IT'S IN... THERE.



SWEEP EVERY ROOM. BOSS SAID TO MAKE SURE THE PLACE IS EMPTY.

ON IT.

GOT YOU
DEAD TO
RIGHTS...

...SPIDER-
MAN.

YOU
MOVE IT,
YOU LOSE
IT.

I DON'T
THINK THAT'S
HOW THAT
EXPRESSION
GOES.





DATING SPIDER-MAN ALL THOSE YEARS SEEMS TO HAVE SERIOUSLY--

--DAMAGED MY NATURAL FIGHT-OR-FLIGHT RESPONSE.

NICE!



THAT WAS DEFINITELY A FLIGHT MOMENT.

I'M PROBABLY THE WRONG GUY TO ASK.

GUESS YOU READ MY TEXTS?



I ALWAYS READ YOUR TEXTS.

JUST SOMETIMES DON'T KNOW HOW TO RESPOND.



SO...DOING A STORY ON FISK FOR THE BUGLE?

DEPENDS ON HOW MUCH I CAN FIND OUT ABOUT DEVIL'S BREATH.

WHOEVER THOSE MASKED GUYS ARE, THIS IS WHAT THEY CAME FOR.

WANT ME TO GO BEAT THEM UP SO YOU CAN LEAVE WITH IT?

I WAS KINDA HOPING.



ALL RIGHT, YOU STAY BACK HERE. I'LL COME GET YOU WHEN IT'S CLEAR.

HEY. IT'S GOOD TO SEE YOU, PETE.

I MEAN... YEAH... YOU TOO.



LOVING THE NEW SUIT.

YEAH?

LOOKS GOOD ON YOU.





ABSO--

--LUTELY--

THWIP

THWIP



--NOT!

BRAKKA BRAKKA BRAKKA



SPIDER-MAN!
HE'S GETTING
AWAY.



THIS WOULD
BEEN A LOT MORE
PLEASANT FOR
YOU--

--IF YOU'D
LET ME DO IT
STEALTHY.

THNK

WHAK

THANKS...
SPIDER-MAN.

HEY, I
SAVED THE DAY. IT'S
WHAT I DO.



CONGRATULATIONS

I'M JUST WORRIED YOU'RE OVEREXTENDING YOURSELF...AND LONELY.

AUNT MAY, I'M FINE. I'M GOOD. REALLY.

NO, YOU'RE STRESSED. I CAN TELL BY LOOKING AT YOU.

SIGH
WE'RE HERE TO CELEBRATE YOU. CAN WE TALK ABOUT YOU?

YOU DON'T SMILE LIKE YOU USED TO IS ALL. NOT LIKE WHEN MJ WAS AROUND.

I THINK PETER CAN MANAGE HIS OWN LOVE LIFE, MAY.

MR. LI?

PETER! THANKS AGAIN FOR COMING.

I WOULDN'T MISS IT.

WITHOUT YOUR AUNT'S HARD WORK, THIS PLACE WOULD'VE FALLEN APART YEARS AGO.

OH, IT WOULD NOT.

I MEAN IT, MAY. IT'S YOUR TIRELESS WORK THESE LAST TEN YEARS THAT'S KEPT THIS PLACE HUMMING. KEPT THIS CITY'S HOMELESS FED AND OFF THE STREETS.

OH, STOP IT, MARTIN. F.E.A.S.T. IS YOUR VISION. YOUR TIME AND MONEY. ALL I DO IS WORK HERE.

WE ALL OWE YOU A DEBT OF GRATITUDE. THAT SHEET CAKE DOESN'T EVEN BEGIN TO REPAY.

OKAY, LET'S NOT START DISPARAGING THE CAKE.

I TAKE IT PETER PICKED OUT THE REFRESHMENTS?

HA! YES INDEED.

AND YOU'LL HAVE TO FINISH IT OFF WITHOUT ME, I'M AFRAID--

YOU'D MAKE BEAUTIFUL BABIES WITH THAT GIRL, IS ALL I'M SAYING.

AUNT MAY!

--I'VE GOT OTHER BUSINESS TO TAKE CARE OF.

**TO BE
CONTINUED!**

MARVEL

SPIDER-MAN

CITY AT WAR

WELCOME, WEB-HEADS!

And congratulations! You're here at the very beginning. The ground floor. The title screen, so to speak. The book that you hold in your hands, that you've no doubt already thrilled to every page, is not only the start of a brand-new SPIDER-MAN series, but the first in a brand-new universe!

Welcome to the MARVEL GAMERVERSE, readers! Some of you may have already dipped a toe into this universe if you played last year's runaway hit *Marvel's Spider-Man* video game. Like the Marvel Cinematic Universe and others before it, what we're doing here is taking the classic Marvel characters you know and love and putting them into all-new, thrilling adventures aimed at long-term Marvel readers as well as those newer to the medium! The Insomniac Games team, and their amazing collaborators, Marvel Games, inspired by the classic Marvel comic books, built this storyline for the game that is now the groundwork for these comics. Talk about full circle!

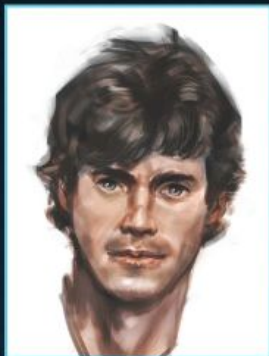
If you've already played the game and think you know the whole story—think again. We're going to be delving into unexplored scenes from the original story, fleshing out secondary characters and plotlines, and as we get further into the series, telling completely new tales set in this exciting world.

In fact, get ready for a showdown in our very next issue between Spider-Man and a classic villain redesigned especially for this comic series that'll be sure to have the fandom buzzing!

In the meantime, with MARVEL'S SPIDER-MAN: CITY AT WAR having roots in the video game proper, we wanted to give you all a sneak peek behind the scenes of the game's development each issue, so all you die-hard gamers will get a deeper look into the initial development of this world after each installment of the story! Turn the page for a glimpse into the development of the game's Peter Parker!

See you next month!
—Mark Basso

MARVEL GAMERVERSE



PETER PARKER

While Spider-Man is in his prime as a crimefighting super hero, Peter Parker would rather devote his energy to changing the world through science and the amazing technology he's developing with Otto Octavius. As a 23-year-old recent college graduate struggling to maintain his job, pay his bills and find time to protect his personal relationships, Peter is trying to figure life out while also protecting the fates of millions of innocent New Yorkers threatened by rising evil.



▲ FINAL IN-GAME PETER PARKER LOOKS

EARLY PETER PARKER CONCEPT ►

"Since our Peter Parker has been Spider-Man for eight years, I had to find a way to show that he was more experienced but still the Peter that fans know and love. I decided that he should outgrow hoodies and T-shirts and gave him button-up shirts instead. He has a very limited wardrobe since he is still paying off student loans and struggling to pay rent so players will see that he tends to recycle his shirts a lot. One other detail that sharp-eyed fans may notice is that he always has his web shooters on. They are disguised as fitness devices so he doesn't give away his secret identity!"

—Jacinda Chew
Studio Art Director, Insomniac Games

▼ PETER PARKER'S APARTMENT

